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For information about the ESRB rating or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-0772.

DEFENDER®



Jaguar™ 64-Bit Interactive Multimedia System

GAME MANUAL

Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush, or otherwise damage it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

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Dbligatory Introduction

The game takes place in the future, where the greed of many wasteful generations has squandered Earth's natural resources. Now life can be sustained only by importing resources from other planets. A desperate search for supplies of accessible life-sustaining minerals, ores and deposits among the stars has been successful. Scientists found a rich and plentiful source a few years back on an unpopulated asteroid belt, and highly-skilled space miners are now working there.

You are part of the elite System Defense Team. It's your job to protect these miners and their vital work. You ensure the safety of the asteroids and all who live and work there. This is no 9-5 job!

The tools of your trade are simple but effective. You command *Threshold*, the state-of-the-art numero uno ship in Earth's fleet. It's equipped with sub-light engines, hyperspace and hyper-reverse capabilities and laser torpedo guns. You also have a limited supply of smart bombs. Use them with care — they're really handy when you're hemmed in with no way to escape. They'll wipe out everything around you.

Be on the watch for marauding aliens from the Alpha Proximan Empire. This empire suffered the great disgrace of a failed invasion of planet Earth. Now they're mad as hell! They attack the mining settlements with remorseless hostility. They also take prisoners and absorb their life-energy to power their ships. The remains are turned into hyper-fast mutants programmed to kill kamikaze-fashion. The more aliens you kill, the more they send in. It's a close encounter of the apocalyptic kind!



You are the only one who can save this vital mining settlement from destruction and mutation. You must destroy the attacking aliens and rescue the captured humans before they are transformed.

DEFENDER CLASSIC

This is the classic arcade game with real arcade graphics and sound. Great two dimensional fun, a real blast to warm up with. You get a whole lot of fire power to defeat the greemies. Stop 'em from running off with the people and turning them into mindless vibrating death-traps. They're homing in on you 'cause you're the only one out there! Watch out, they have a real nasty habit of sneakin' up.

This is a tricky game and should not be taken lightly! Watch out for the white ping pong balls — they are deadly mines. There are lots of levels and a whole bunch of bad guys!



DEFENDER PLUS

Same format as Defender Classic but warping into three dimensions with a lot more zap and mesmerizing colors. You can also choose to fly with two droids. They'll help you cut down the alien numbers and rescue miners. The aliens in Plus are meaner, sneakier and faster. Your ship is better equipped to handle anything those aliens can throw at you, and there are lots of levels to keep you occupied. Jump into different dimensions through the blue warp gates. They'll take you to the nearest human in trouble or halfway around the planet.

DEFENDER 2000

The Ultimate Challenge! This is a great leap into the next generation of game-playing. Defender 2000 is better, brighter, faster and more demanding than the other versions. The aliens are hair-raising and hyperactive, with devastatingly devious detonations to blast you from the sky. Your ship's got awesome fire power and an additional arsenal from powerups you'll pick up along the way. It's got stunning graphics in a Salvador Dali-land of weirdness. Great sounds get your adrenaline pumping. Pick up a droid to help with the opposition and collect a force field to even the odds. Rescue humans and add their fire power to your arsenal. It's sheer madness, and it makes for a totally great game!

There are two difficulty levels, Tikka Masala for normal difficulty, and the red hot Vindaloo, which becomes available after you have conquered the game in Tikka Masala mode. Are you hot enough to survive them both?





Getting Started

- 1) Insert your *Defender 2000* cartridge into the cartridge slot of your Jaguar 64-Bit Interactive Multimedia System.
- 2) Press the **Power** button.
- 3) Press the **B** button to leave the **Title** screen and go directly to the **Main** menu.






Main Menu

Press up or down on the Joypad to select your game.

DEFENDER PLUS

You may choose to be accompanied by two droids on your mission. They will increase your chances of survival and assist you in the rescue of humans. The other choice is to go in Naked and Alone, a pro selection for those connoisseurs who enjoy the thrill of danger. Press up or down on the Joypad to select the small space craft and left or right on the Joypad to turn the  symbol on or off.





Game Options

Press **Option** while on any game Title screen to go to the **Option** screen.



OPTION SCREEN

Press up or down on the **Joypad** to move between options and left or right to change them. When you have finished choosing your options, press the **B** button to return to the **Game Title** screen.

One or Two Joypads

You can play a two-player game even if you don't have two controllers. If you have only one controller, choose **One Joypad**. You and the second player will take turns playing, sharing the controller. If you have two controllers available, choose **Two Joypads**. The second controller will become active when it is **Player Two's** turn.



Joypad Type

If you have a ProController, you can choose to make your Defender Classic game exactly like the arcade version with separate buttons for Fire and Thrust. See Controls for details. To take advantage of this option, choose Six Buttons. If you have a standard controller, you must choose Three Buttons.

NUMBER OF PLAYERS

Press the Joypad left or right to select 1 or 2 players. See the Options screen for further information on using one or two Joypads.

Press the B button to start your game.

Controls

Joypad

Move ship

Classic Defender

B button

Fire weapon

C button

Fire smart bomb

If you are using a ProController to play Classic, the controls are slightly different

A button

Fire weapon

B button

Thrust

C button

Fire smart bomb

Left fingerlip button

Reverse

Defender Plus

A button

Fire lightning laser

B button

Fire weapon

C button

Fire smart bomb

Defender 2000

B button

Fire weapon

C button

Fire smart bomb

Joypad

A Button

B Button

C Button

Keypad





Fire Power

You get unlimited fire power at a touch of the **Fire** button, just keep zapping those invaders. **Classic** fires single shots with each press of the button. For **Plus** and **2000**, just hold the button down to continue firing (take your finger off the trigger to change directions). Blast your way out of trouble with a smart bomb (**C**), they obliterate everything around you. You get three per level, so use them wisely.



Warp Level

If you're lucky enough to collect enough Warp powerups to enter the Warp level, use your **Joystick** to follow the green path. If you stray off the path for too long, your tail will shrink. Once it's gone, you're back to fighting aliens.



Game Screens

Classic and Plus

Top left of the screen (top right for second player) shows the number of lives you have left, your score and the number of smart bombs you have.

The radar screen in the top center will help you locate alien vessels and humans.

Defender 2000

The radar at the top of the screen shows the location of enemies and humans.

Your score and multiplier are located on the left below the radar monitors. The number of ships and smart bombs you have left are located to the right of the radar.



Scoring

Enemy	Score
Lander/Mutant	150
Humanoid	1
Pod	1000
Bomber	100
Mine	20
Swarmar	100
Batter	150
Exp	666
Football	100
H. Lazer Drone	100
Firebomber	100
V. Lazer Drone	555
Mirror Ball	1234
Lander Launcher	200
Pointy Finger	300
Camel	100



Bonuses

In Defender 2000 you score extra points at the end of a wave for each successfully protected human. The harder the level the more points you get



Powerups

AI Droid	Rescues falling humans and helps you shoot aliens
Shield	Protects you from two collisions
AI Droid 2	Gives you a second droid
Lightning Laser	Shoots targeted lightning bolts as well as regular ammo
Turbo Lightning Laser	Fires 15 shots/second
Warp	Takes you into warp mode (collect four of these to warp)



Memory Save

High scores and music/bound effects volume are retained in the cartridge even if you have turned off your Jaguar 64-bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear currently saved changes, press *, # and Option while on the Defender 2000 Title screen.



Credits

Producer	John Skruch
Programming	Jeff Minter
Original Game	Eugene Jarvis Sam Dicker Larry DeMar Paul Dussault
Graphics	Metropolis Digital Eric Elliot Chris Thompson
Lead Tester	Tal Funke-Bria
Testers	Lance J. Lewis Phil B. Gelber Grant Collier Jason Cordero Eric Riley Eric Johnson Leonard Sayen
Product Marketing Manager	Jeanne Winding
Creative Services	Greg Lallenc Diana Bredfeldt Metropolis Digital Sally Matheson designworks

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The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product. Warranty does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to his place of purchase, which will follow the required procedure to obtain a replacement.

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